

The background features a dark purple gradient with stylized fire and dragon graphics in shades of orange, yellow, and blue. A large, stylized sunburst or flame shape is centered behind the main title.

# BLAZE

A SPYRO STORY

## LEVEL DESIGN DOCUMENT

# INTENTIONS



- **GOALS**

- Familiarize with new weapon (shotgun)
- Encounter more enemies at once
- Present a more enclosed environment

- **FEELINGS**

- Mystery
- Spooky

- **GAMEPLAY**

- Adventure
- Hybrid turn-based combat

- **SCOPE**

- Medium

- **SIZE**

- 1 level:
  - 2 floors
  - 5 rooms

# LEVEL CHART - FLOOR 1



- **5 CAMERAS**

- **PLACED ITEMS**

- 1 Living room key
- 1 Silver Leaf

- **2 ITEM CONTAINERS**

- Breakable pots
- Contain ammo & health

- **2 ENCOUNTERS**

- 5 Tiny Ghosts

# LEVEL CHART - FLOOR 2



- **4 CAMERAS**

- **3 BREAKABLE POTS**

- **PLACED ITEMS**

- Upper floor key

- **3 ENCOUNTERS**

- 2 Pumpkin Scarecrows
- 3 Tiny Ghosts

- **READABLES**

- Letter

# GAME & LEVEL ELEMENTS

## ▪ Weakest common enemy

### 🔥 Tiny Ghosts

- ❖ Behavior: Patrols / Roaming
- ❖ Attack: Melee only
- ❖ Height: 1m
- ❖ Width: 70cm
- ❖ Length: 80cm



## ▪ Medium common enemy

### 🔥 Pumpkin Scarecrow

- ❖ Behavior: Inanimate or Roaming
- ❖ Attack: Range only
- ❖ Height: 2m20
- ❖ Width: 90cm
- ❖ Length: 160cm



# GAME & LEVEL ELEMENTS

## ▪ Breakable container

### 🔥 Pots & vases

- ❖ Behavior: Can be targeted and attacked outside of combat, breaks on hit and drops loot
- ❖ Height: 1m
- ❖ Width: 60cm
- ❖ Length: 60cm



## ▪ Interactable

### 🔥 Furniture

- ❖ Behavior: Can be opened once by interacting, contains items
- ❖ Height: 1m10
- ❖ Width: 70cm
- ❖ Length: 2m

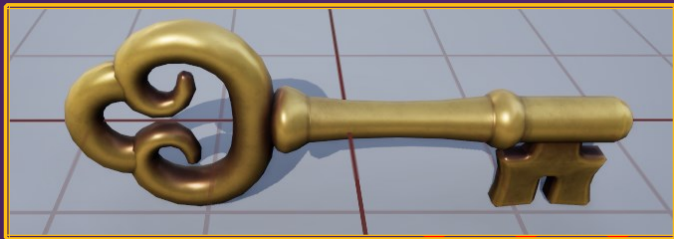


# GAME & LEVEL ELEMENTS

## ■ Placed items

### 🔥 Key Items

- ❖ Behavior: Placed in the game world or in item containers, cannot be dropped
- ❖ Usable on context sensitive interactable (doors, mechanisms)



## ■ Drops

### 🔥 Bag of loot

- ❖ Behavior: Generic container dropped after killing an enemy or destroying breakables
- ❖ Gives contained items to player after picking it up

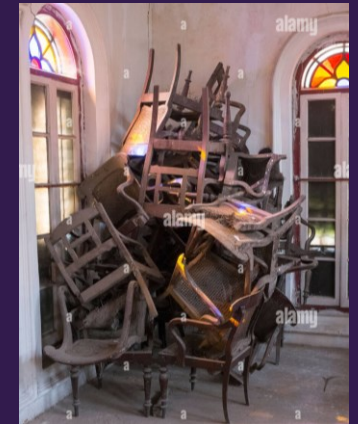


# MOODBOARD - GROUND FLOOR

## Main hall



## Parlor / Dormitory



# MOODBOARD - SECOND FLOOR

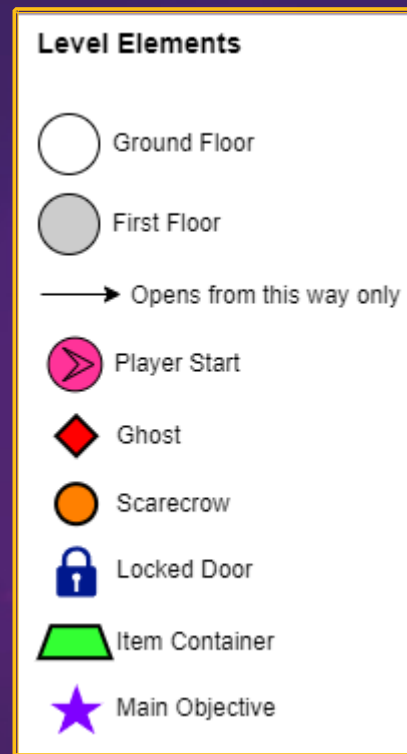
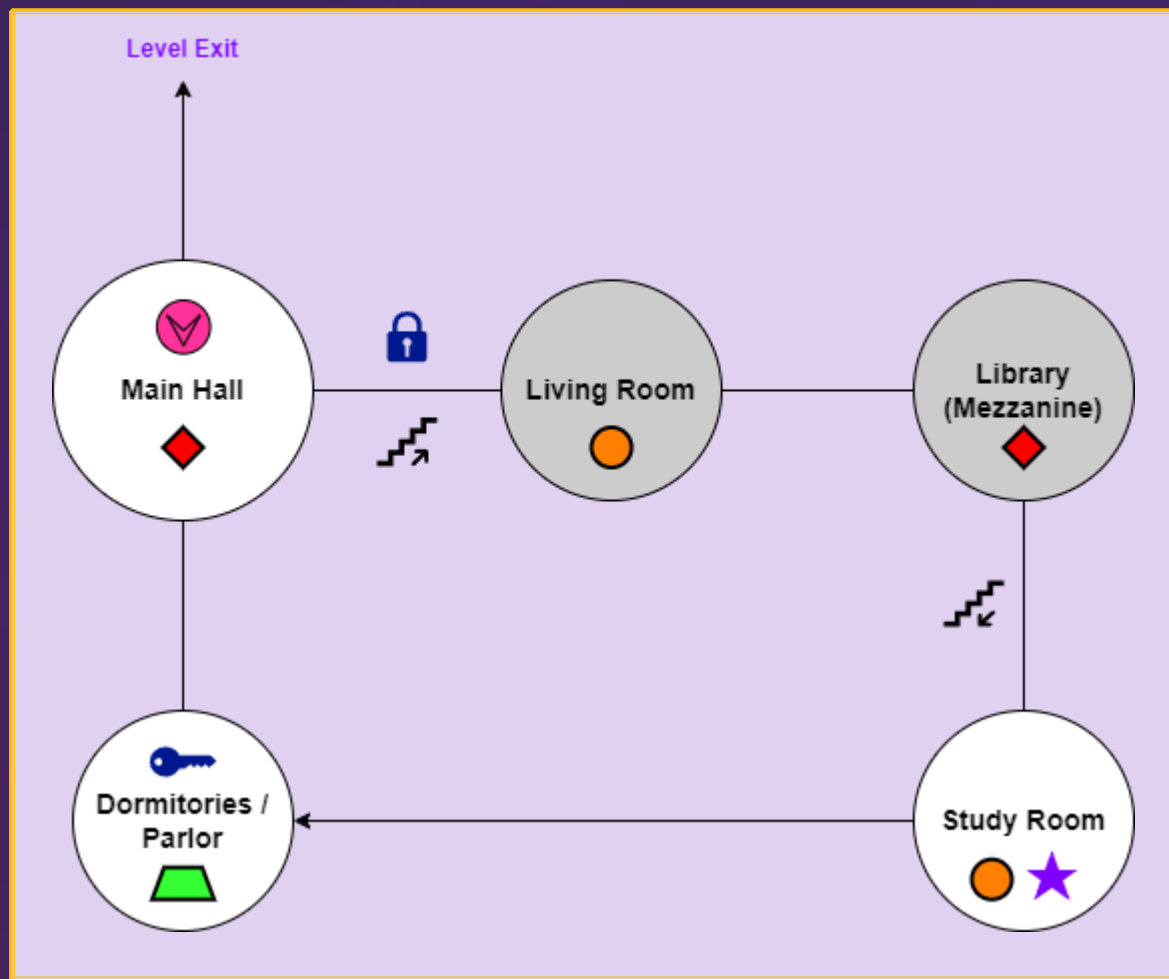
## Living Room



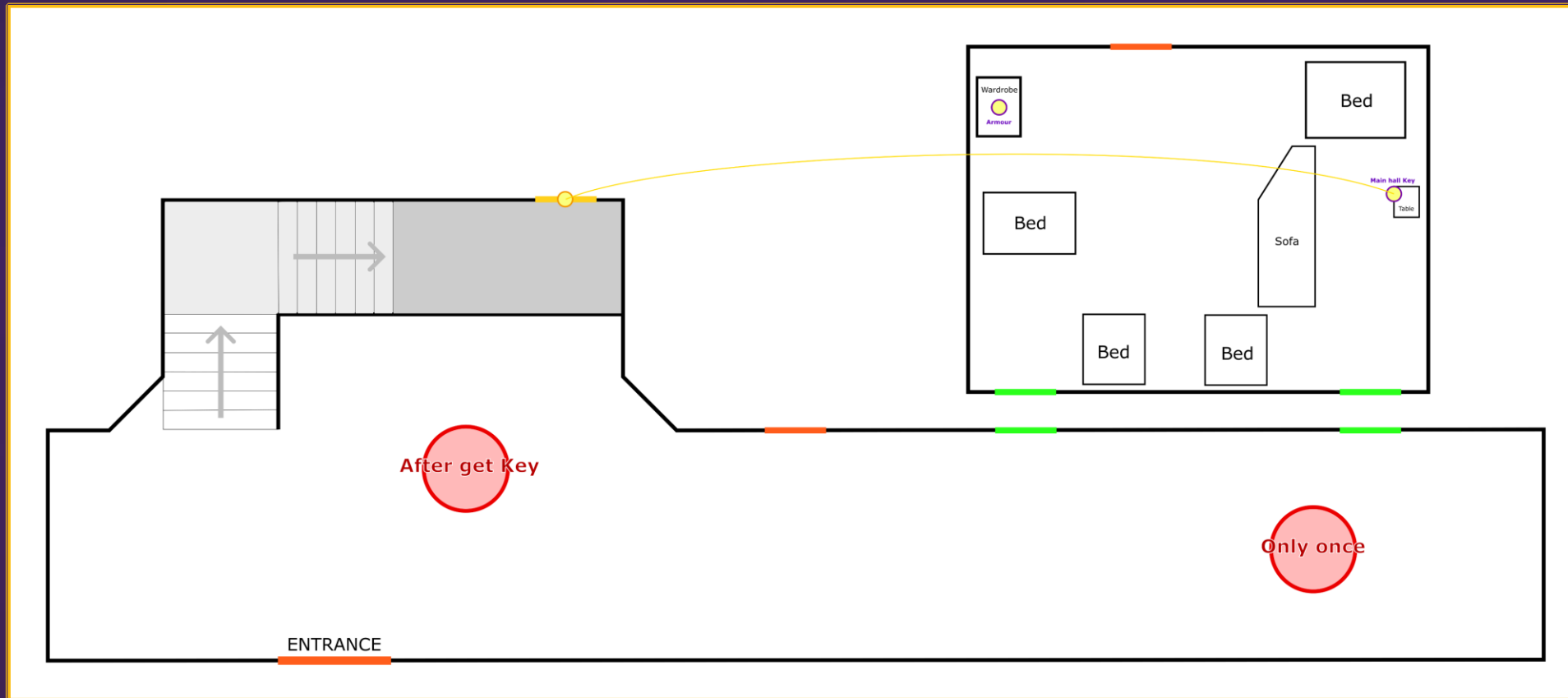
## Library & Study



# MOLECULAR DIAGRAM

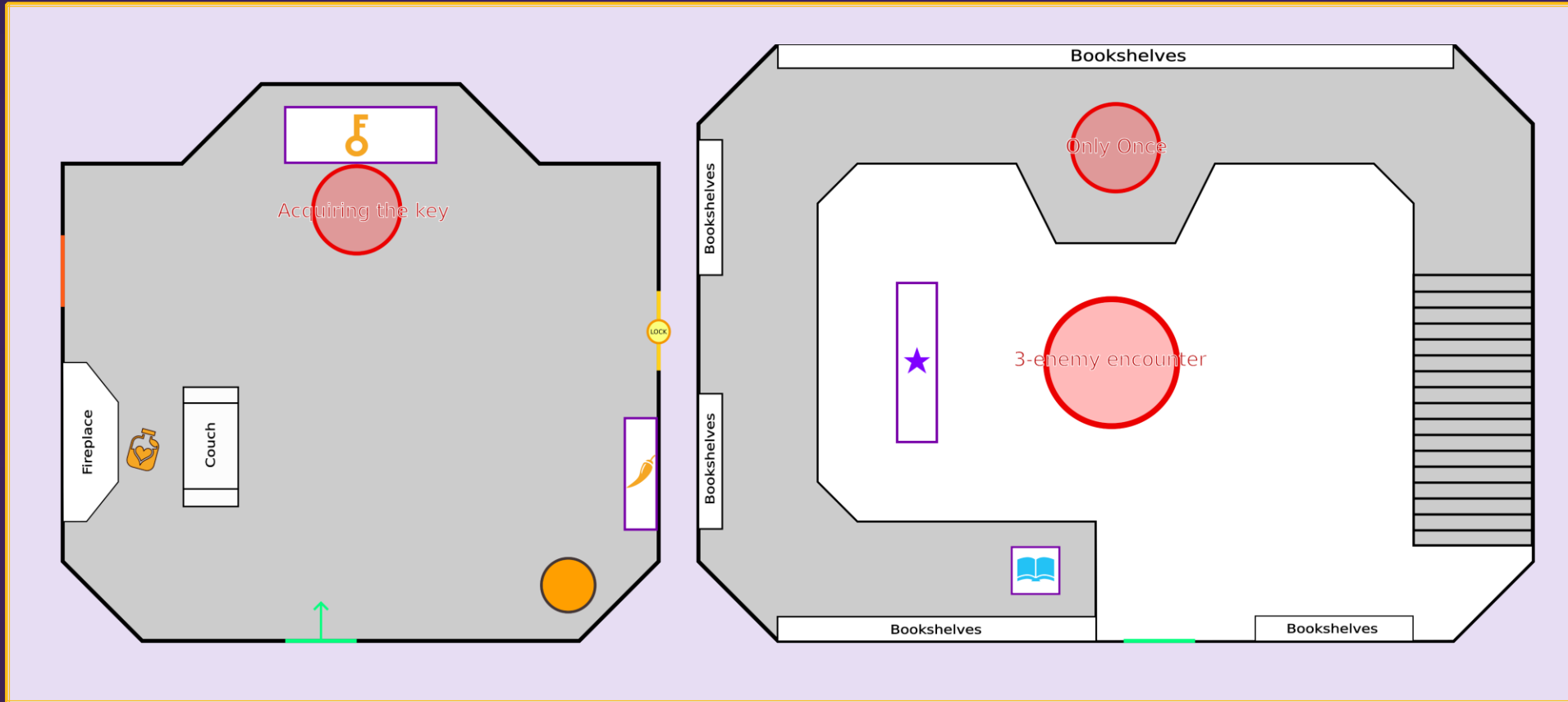


# LAYOUT - GROUND FLOOR



- : Walls
- : Interactable
- █ : Door
- █ : Blocked Door
- : Locked Door
- █ : Elevation
- : Item
- ★ : Critical Item
- : Encounter
- : Scarecrow
- 📖 : Readable
- 🌶️ : Chili Pepper
- 🧴 : Health Potion

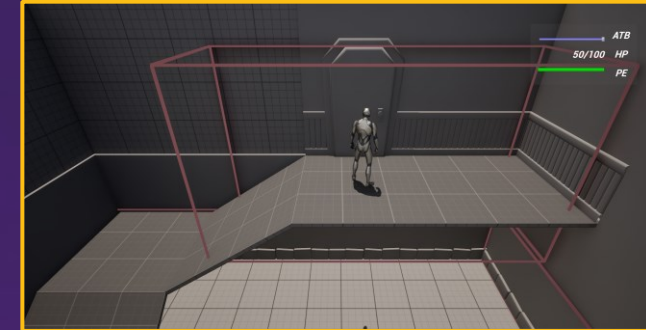
# LAYOUT - SECOND FLOOR



- : Walls
- : Interactable
- : Door
- : Blocked Door
- : Locked Door
- : Elevation
- : Item
- ★ : Critical Item
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- : Scarecrow
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- 🧪 : Health Potion

# WALKTHROUGH - GROUND FLOOR

- 🔥 The player arrives in the **main hall**.
  - ❖ They try to open the **upper door** at the top of the stairs, but it's **locked**.
- 🔥 They go through the **corridor** and open the first door.
  - ❖ A **key** is visible, but the way to get to it is **blocked** so the player explores the room.
  - ❖ They find a **piece of armor** in the **wardrobe**, and another locked door.
  - ❖ Returning to the corridor, there is an **enemy encounter** blocking the parlor door.
- 🔥 After eliminating the enemies, they collect the loot and enter the **parlor**.
  - ❖ They enter to **get past the blocker** and get the previously inaccessible **key**.
- 🔥 The player goes **back to the main hall**, but an **enemy encounter** awaits them.
- 🔥 After dealing with the enemies, the player opens the **upper hall door** and enters the 2<sup>nd</sup> floor.



# WALKTHROUGH - SECOND FLOOR

- Now in the **living room**, the player finds another locked door and notices an inanimate **scarecrow** standing around.
  - Exploring the room, the scarecrow starts moving and attacks.
  - After defeating it, they use they open the door and leave the room.
- Entering the **library**, they see the **study desk** on the **bottom floor** from the 2<sup>nd</sup> floor platform.
  - They find a **letter** from the antagonist lying on a study table, informing his minions of his plan.
  - Nearing the stairs that lead to the bottom floor, he **battles tiny ghosts** protecting the library.
  - Down the stairs, he faces the **penultimate enemy squad** protecting the **Silver Leaf**.
- They grab the artifact and go through the door, leading them **back to the dormitories**.
- The player goes back to the main hall and leaves the mansion through the main entrance.

